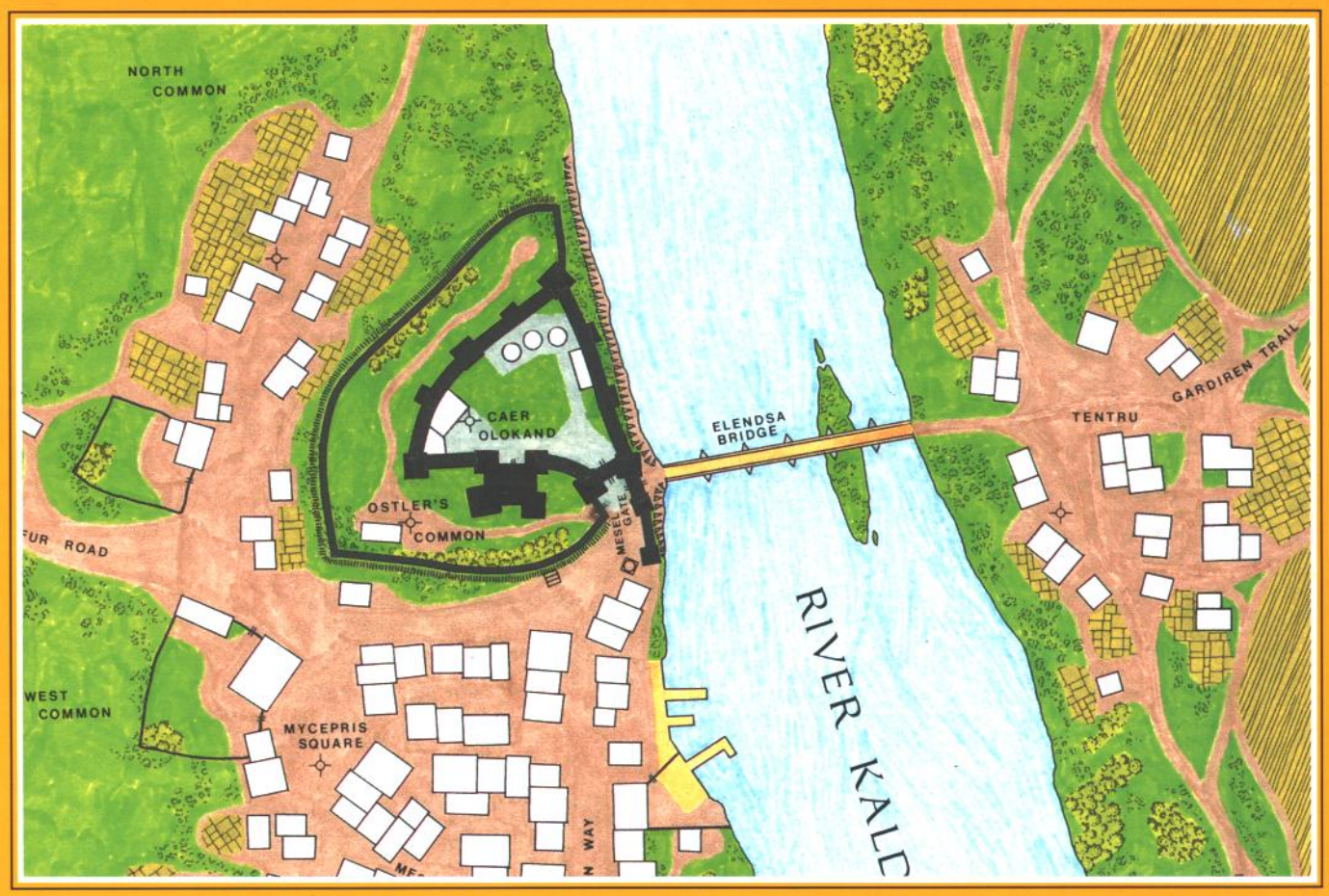
ENCYCLOPEDIA HARNICA 3



OLOKAND
The Royal Castle in Northwest Kaldor

By: N. Robin Crossby
Garry Steinhilber

ATLAS HARNICA
Olokand region in the Kingdom of Kaldor

By: Ron Gibson

MANOR
Manorial economics and fief management

By: N. Robin Crossby
Tom Dalgliesh

COLUMBIA GAMES INC.

#6003

ENCYCLOPEDIA HARNICA

ENCYCLOPEDIA HARNICA (EH)

Welcome to Encyclopedia Harnica. This concept has received more requests from gamemasters using Harn than anything else. The idea is to present consistent additions to Harn in a well organized expandable format. This module is designed to be cut into individual pages, three hole punched, and inserted in your own EH binder. The simplest procedure is as follows. (1) Remove the staples. (2) Remove the covers, colour plates, and pages from the booklet and cut them into individual pages along the folds. (3) Three hole punch each page making sure this is done on the side with the widest margin. (4) Arrange the pages into their separate articles and insert alphabetically into your EH binder. We hope you already have our CITIES OF HARN expansion module. This module contains the seven cities of Harn, organized for inclusion in EH, and also contains our local scale and interior mapping keys which we cannot repeat herein.

EH3

This issue we present our first Harnic castle, an article on manors stressing fief management and economics, and the second of seven atlas maps for the Kingdom of Kaldor.

OLOKAND

This castle was chosen partly because of its location in Kaldor, and partly because of its interesting architecture. A study of the latter reveals the historical development of Olokand from a hill-fort, to minor keep (Sanric Tower), to major keep, and finally to an important castle. Part of our rationale for presenting Olokand is to correct a common misconception about castles that some play aids perpetuate. Medieval castles were rarely isolated strongholds. There were usually small towns adjacent to them; the existence of a major fortification provided security, and created a demand for labour and services. Most castles (and keeps) on Harn have such settlements.

Olokand is more a resource than a traditional adventure site. Most fantasy role playing involves building castles in the sky; here is one planted firmly on the ground. A few obvious scenerios can be suggested. The Legend of Prince Brant and exploration of Ona-Setrum caverns are fertile sources of adventure, requiring (we hope) no further explanation. There is also the possibility of participating in a Fur Road caravan, as merchant, mercenary, or miscreant. The Royal Chelebin Tournament of Chivalry is a prestigious opportunity for warrior knights to display their prowess.

MANOR

The article on Harnic manors is a new direction for us; a combination rules and environment article. In our experience, fief management is a much neglected part of fantasy role playing which players enjoy once they try it. GM's can use this article at two levels:

1. Using only the Tenant Household routine, and the index of settlements in Atlas Harnica, the background for any character born in a rural area (most should be) can be generated right down to the level of which household the PC is from. Such character detail is always interesting to players and can be helpful to the GM, who can run through the management routine by himself, now and again, generating fate and economic worth for the PC's birthplace and household. Such events may influence the character's future options and decisions.

2. Assuming you have a PC fiefholder or manorial bailiff (how you do this is up to you), most players love to count their pennies and fief management will keep them busy doing just that while you dream up their next quest. Manorial economics are surprisingly complex; the interdependent details can be overwhelming. Our experience is that a complex "money machine" approach to fief management will not endear you to your players. We have chosen to simplify the economics in favour of a more personal approach to tenant/lord relationships. Our players love it.

ATLAS HARNICA

A series of detail maps for the settled lands of Harn, showing villages, manors, mines, points of interest, streams, rural tracks, and so on. Each map is indexed with an alphabetical list of settlements, and the holder, leige, acreage, etc. for each location. The maps and indices are designed to be kept separate from the main body of EH; another binder or placement at the back of your EH binder is recommended. The map key for ATLAS HARNICA appears in EH1.

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NEXT ISSUE (EH4)

TROBRIDGE INN
Surrounded by the sometimes hostile, sometimes friendly Chelni tribes, Trobridge Inn is a haven for travellers on the Salt Route between Kaldor and Tharda.

KELESTIA
How do Harnians perceive the universe and how should GMs present it? This article will present some solid ideas on how the universe should unfold.

ATLAS HARNICA
The Hutop region of Kaldor, the third of seven maps covering the entire kingdom.

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OLOKAND 1

LOCATION: Meselynshire, Kingdom of Kaldor
STATUS: Royal Castle
GOVERNMENT: Sheriff of Meselyne
POPULATION: 800 (approximately)

Olokand is the traditional family hold of Clan Elendsa, the royal clan of Kaldor; it is one of the two principal seats (the other being Tashal) of the king. Located on the west bank of the River Kald in northwest Kaldor, the castle guards the Elendsa Bridge and controls the Fur Road, the kingdom's principal trade route with the north. Olokand is one of Kaldor's largest settlements, lacking only a wall to make it a proper town.

HISTORY

The district was first occupied around 1000 BT by the Jarin. These settlers managed to avoid most of the violence and turmoil that spread throughout Harn in the wake of the Atani Wars. They retained their agricultural skills and were able to assimilate the Lythian invaders with a minimum of bloodshed. Minor kingdoms rose and fell, their names long forgotten, but for the most part the Middle Kald was prosperous and peaceful for almost a thousand years.

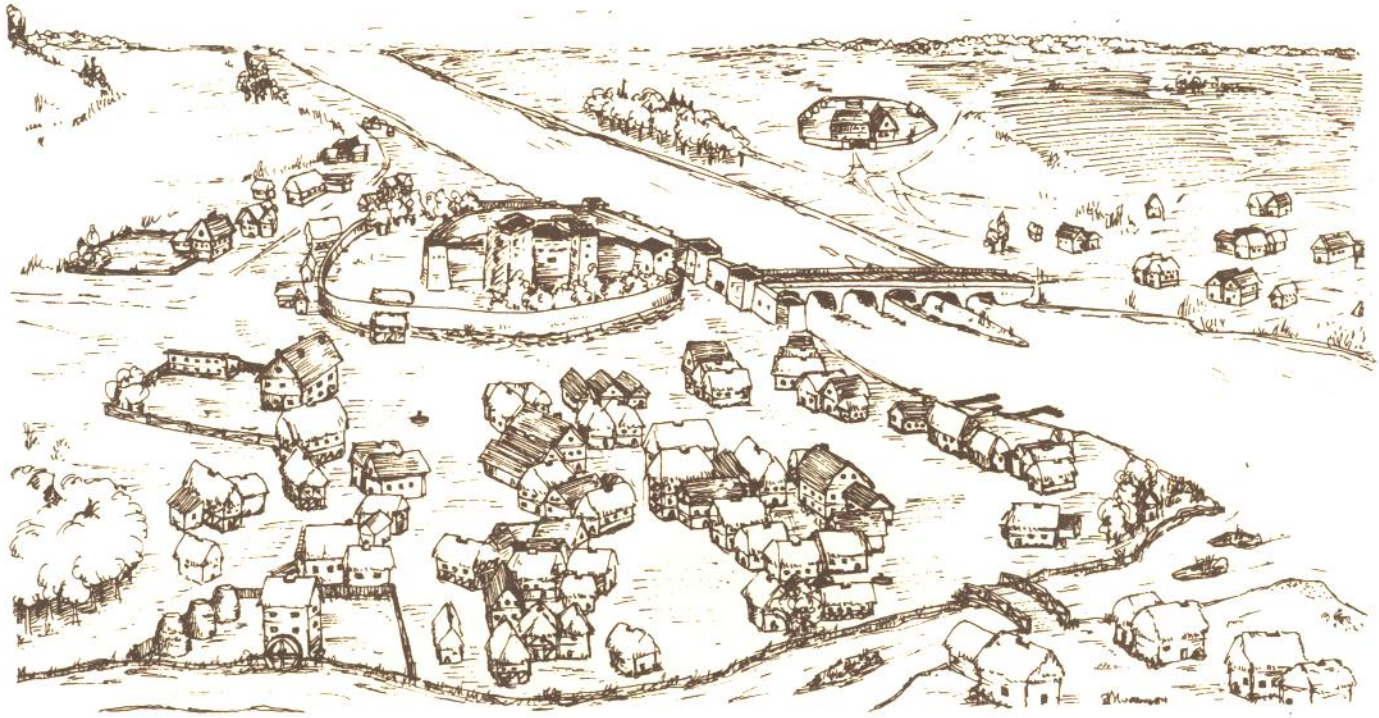
Around 20 TR, Olokand was the center of a small kingdom, ruled by a warrior king, Locar the Strong. The site at this time consisted of a large village and an earthen hill-fort. Locar's domain, known as the Kingdom of Olokand, did not long survive his death. The region was subjugated by Lothrim around 113 TR, its ruling clan exterminated, and surviving locals forced to pay tribute to the foulspawner. With Lothrim's death in 120 TR, his "empire" promptly dissolved and Olokand regained its independence.

After a few years of turmoil, a new kingdom and dynasty emerged in 125 TR, founded by Sanric I. He established Olokand as the principal seat of his nascent Kingdom of Nurelia. Sanric built a small keep on the site of the old hill-fort, part of which still exists today as Sanric Tower. He left a small and prosperous kingdom to his son, Sanric II in 140. Nurelia's third king, Brant, assumed the throne in 172. During his reign the Migration Wars erupted and swarms of Taelda ravaged the northern half of the realm. Olokand survived only because its defences were hastily expanded.

Lotin the Grey (207-235) was Nurelia's last king. He died in battle fighting the Taelda, leaving a fourteen year old son to succeed. A majority of Nurelian barons (thinking no doubt of the security of their lands) were unwilling to risk the kingship of the young prince Brant at this troubled time. They revolted and gave the Nurelian crown to Kalabin of Tane, King of Kaldor. This kingdom had actually managed to expand and prosper during the Migration Wars, and Kalabin could offer security in exchange for the remaining Nurelian lands. Prince Brant was confined in Olokand Keep but vanished in 237, rumoured to have been murdered by an agent of Kalabin. This prompted a revolt by a few barons who had not welcomed the new order. They took up arms against Kalabin and marched on Olokand, which was besieged. Kalabin personally led a relief force and defeated the rebels at the Battle of Olokand in 238.

Olokand prospered within the Kingdom of Kaldor. As the principal seat of the Barony of Olokand, the keep was further expanded. During the Kaldoric Civil War, Baron Klunas of Olokand supported Aidrik II. He died on the block after the House of Tane was defeated at the Battle of Kiban in 377, his fief confiscated by the crown. The new king, Fierth, adopted Olokand as one of his principal seats, and between 379-384 the castle walls were built. After the restoration of the House of Tane (renamed Artane) to the throne of Kaldor in 406, Aidrik III granted Olokand to Herlan of Elendsa as an earldom, for good and faithful service in recovering the crown. Large estates were attached to the castle and nine generations of Herlan's heirs garnered great wealth and power. When the Baronial Revolt broke out in 599, Earl Haldan of Olokand emerged as the most powerful noble in Kaldor and seized the vacant crown in 603.

Introduction contined on page 8.



OLOKAND 2
GM MAP

RON GIBSON GARRY STEINHILBER

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1. CAER OLOKAND
The traditional hold of Clan Elendsa which acquired the crown of Kaldor in 603. The castle contains apartments for the sheriff and his underlings as well as royal appartments. Monarchs of clan Elendsa generally spend about a third of their time in Olokand. The castle is also used to hold important prisoners whose internment at other locations might cause dissent. The castle walls average 25' in height; the castle keep is described in detail on the following pages. [a] House of Marakel, bonded ostler, who has his stables in the ostler's common [b] House of Durwyn, bonded weaponcrafter. [c] Granaries. [d] House of Klandar, bonded mason.

2. TENTRU MANOR
The seat of Maldan of Harabor, Sheriff of Meselyne. Maldan spends most of his time in Olokand, leaving the care of his personal estates to his wife Uldirel.

3. VILLAGE OF TENTRU
Part of Tentru Manor.

4. ELENDSA BRIDGE
Standard tolls are charged to cross this well-maintained wooden bridge. The Mesel Gate is manned by at least two guards and is generally closed between dusk and dawn.

5. NORTH COMMON
This large common extends off the map westwards and is used as a campground each spring for northern caravans. The common is also the venue of Kaldor's greatest tourney, the "Royal Chelebin Tournament of Chivalry", begun by Chelebin III in 662 and held each year in the second tenday of Larane.

6. MYCEPRIS SQUARE
The Olokand market is open daily from noon to dusk, except on holidays.

7. BONDING HOUSE
Used for the storage of goods.

8. THE STANDING BEAR (Haselun of Elathel)
Size: 10 Quality: **** Prices: high
Haselun caters to travellers, merchants, and wealthy locals. [a] Freemaster ostler Naradin of Othendel.

9. HALL OF THE MANGAI
The Mangai council meets monthly but has little influence in Olokand. The hall is mainly used as a meeting place for local guildsmen.

10. THE KALD AND CASTLE (Sendalyn of Dirath)
Size: 6 Quality: *** Prices: average
Sendalyn serves exellent meals and good accomodations. [a] Freemaster ostler, Hendal of Lehsa.

11. THE AMBER INN (Tenaar of Shetag)
Size: 5 Quality: ** Prices: low
Tenaar is of northern extraction and runs the local Lia-Kavair from a room in the basement. His tavern is popular with local riff-raff and Orbaalese traders.

12. TIMBERWRIGHTS' GUILD
A warehouse and hostel.

13. TENTMAKER (Shawe of Lemra)
Size: 7 Quality: **** Prices: average

14. USURER/MERCHANTYLER (Doldas of Nyosn)
Size: 5 Quality: *** Prices: high

15. WEAPONCRAFTER (Nibinel of Falen)
Size: 2 Quality: *** Prices: average

16. MASON (Harayn of Ashata)
Size: 6 Quality: *** Prices: average

17. CLOTHIER (Aledro of Tirinas)
Size: 6 Quality: ** Prices: low

18. MINERS' GUILDHALL
A warehouse and hostel.

19. TEMPLE OF PEONI
The Order of the Balm of Joy. The temple houses an infirmary.

20. MERCANTYLERS' HALL
The Olokand commodities exchange. Upstairs is a guild members' hostel.

21. WOODCRAFTER (Elemon of Vafeg)
Size: 6 Quality: *** Prices: high
Elemon and his son rely on repairing and selling wagons to caravan merchants.

22. METALSMITH (Chepin of Putesyne)
Size: 3 Quality: ** Prices: average

23. LEXIGRAPHER (Releyne of Lerik)
Size: 2 Quality: **** Prices: high

24. BROTHEL (Akatern of Lemdos)
Size: 8 Quality: *** Prices: average
Like most other local businesses, prices double when the northern caravan comes to town.

25. USURER/MERCANTYLER (Dabin of Crasele)
Size: 4 Quality: ** Prices: low
Specialty: financing of trading caravans.

26. MILLER/MILLWRIGHT (Orhan of Ruyth)
Size: 6 Quality: *** Prices: average

27. APOTHECARY (Vulen of Chasel)
Size: 1 Quality: *** Prices: average

28. CHANDLER (Evin of Quenal)
Size: 3 Quality: *** Prices: average
Sells a variety of goods from other guilds marked up 30-60%.

29. SHIPWRIGHT (Dycast of Thyin)
Size: 4 Quality: **** Prices: high
Specialty: river barges and small craft.

30. EMBALMER (Othena of Terain)
Size: 3 Quality: *** Prices: low

31. LITIGANT (Honelon of Udibis)
Size: 4 Quality: **** Prices: high
Specialty: trade agreements and contracts.

32. LOCKSMITH (Josith of Semanay)
Size: 2 Quality: ** Prices: average

33. USURER/MERCANTYLER (Tinel of Portin)
Size: 6 Quality: *** Prices: high

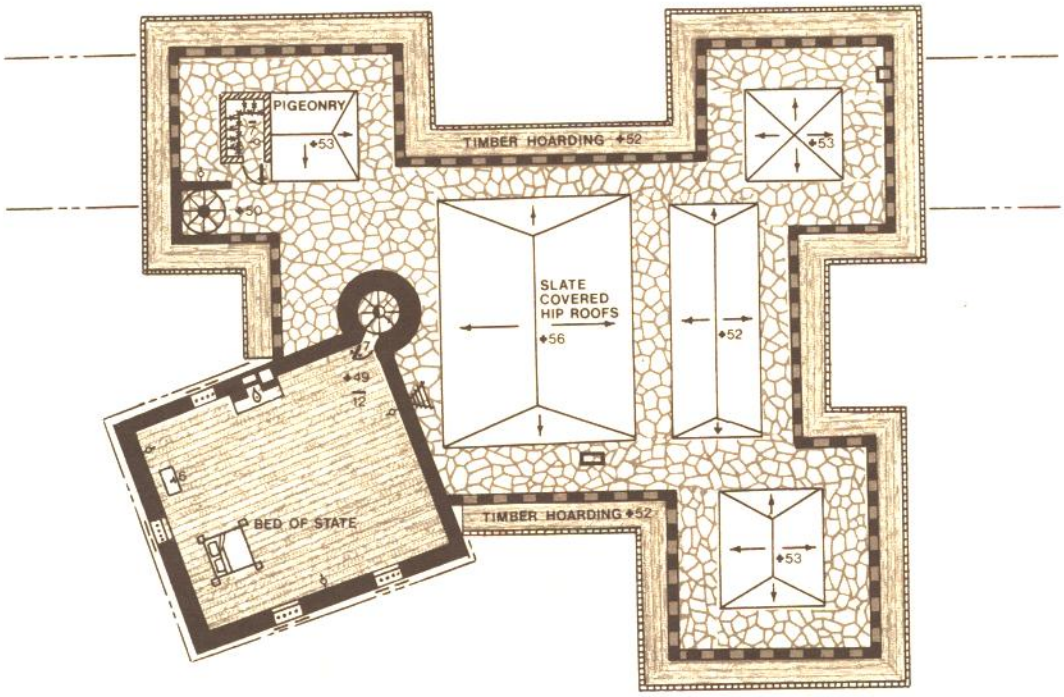
34. SALTER (Indalon of Ashance)
Size: 4 Quality: *** Prices: high

35. PHYSICIAN (Eredos of Sorquil)
Size: 2 Quality: * Prices: low
Specialty: cutrate (and cut throat) medicine.

36. HIDEWORKER (Sirhet of Thatain)
Size: 4 Quality: *** Prices: average
Specialty: rare hides and pelts from Orbaal.

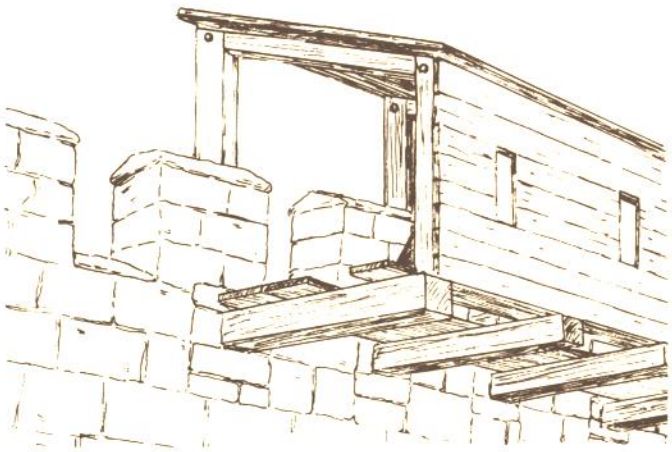
37. ONA-SETRUM
Also known as Muraths' Pit, Ona-Setrum is a limestone sinkhole with side caverns, once used to execute criminals, who were bound and cast 120' to the bottom of the steep-walled pit. The pit and caverns are believed to be the haunt of Murath, a demon-servant of Ilvir noted for his culinary preference of rotting flesh. When the wind blows, a howling or moaning sound issues from the pit.

Fifth Floor (Roof)



Fifth Floor (Roof)

Sanric Tower extends eleven feet above the roof level. It contains the king's bed of state, sealed and mostly unfurnished when the king is absent. There is a pigeon house on the roof of the northwest tower, which is always kept well stocked. Olokand's machicolations (see below) were something of an afterthought. They are timber additions to the outside of the battlements. It has been so long since the castle was besieged, its defences have been neglected. There are no longer stores of rocks or oil and the strength of the hoarding is suspect.



Fourth Floor

The fourth floor is mainly used as private quarters. The sheriff resides in Sanric Tower when the king is absent. When the king is present, the whole level is turned into royal appartments and the sheriff moves to the guest chambers on the third floor. The lady's chambers are not officially used since there is no queen. There is a secret passage linking the queen's inner chamber to his majesty's antechamber in Sanric Tower. Trusted officials of the travelling court occupy the suites in the northern towers.

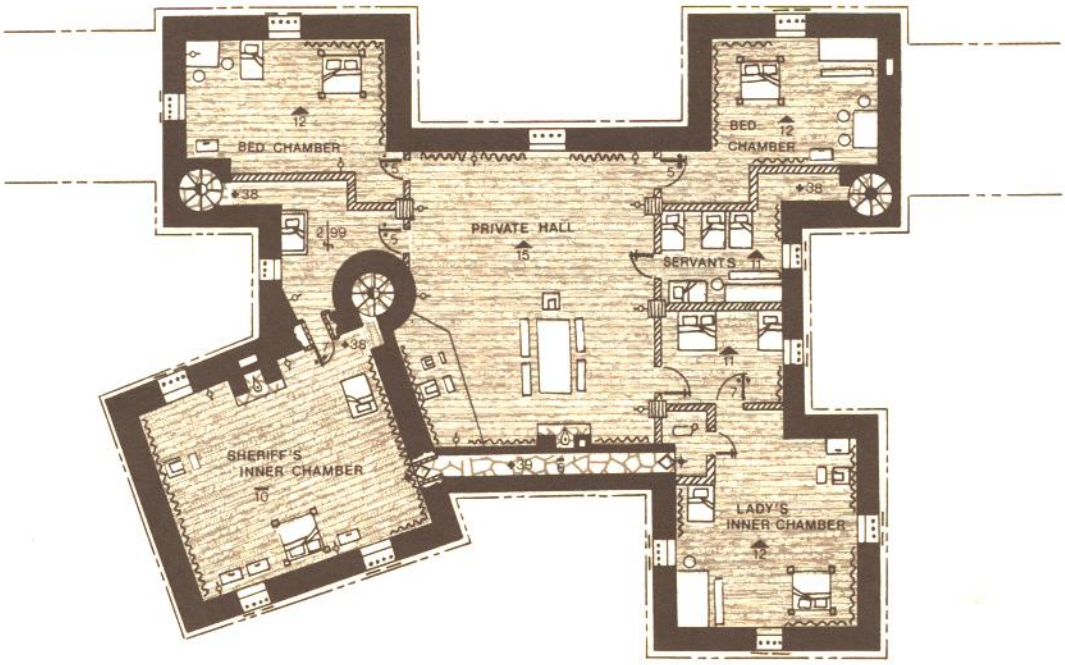
Third Floor

The gallery level is mainly given to sleeping quarters, any of which may be used to keep prisoners of status. When the king is present, the northeast tower is occupied by his chamberlain, the officer responsible for the administration of his household. This level of Sanric Tower was made into a chapel when the rest of the keep was added. The chapel is dedicated to Larani, although Peonians of the household may also worship here. The chaplain is a member of the permanent staff of the castle. There is a chandelier suspended from the ceiling providing illumination to the great hall below.

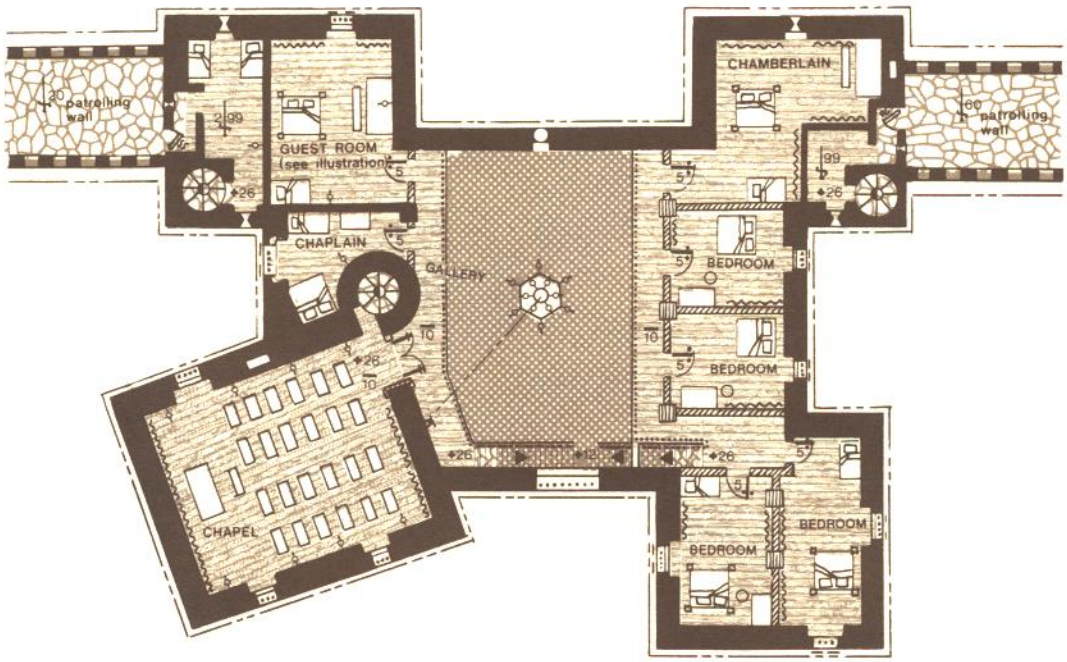
INTERIOR SCALE
FEET (1 mm = 1 Foot)

0 10 20 30 40 50

Fourth Floor



Third Floor

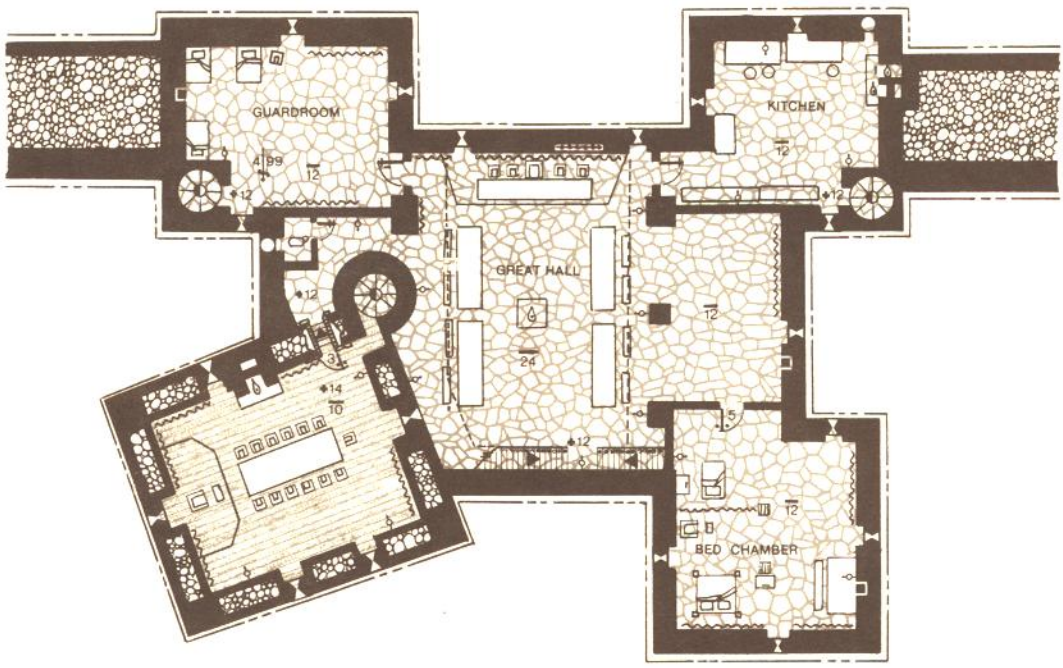


INTERIOR SCALE
FEET (1 mm = 1 Foot)

0 10 20 30 40 50

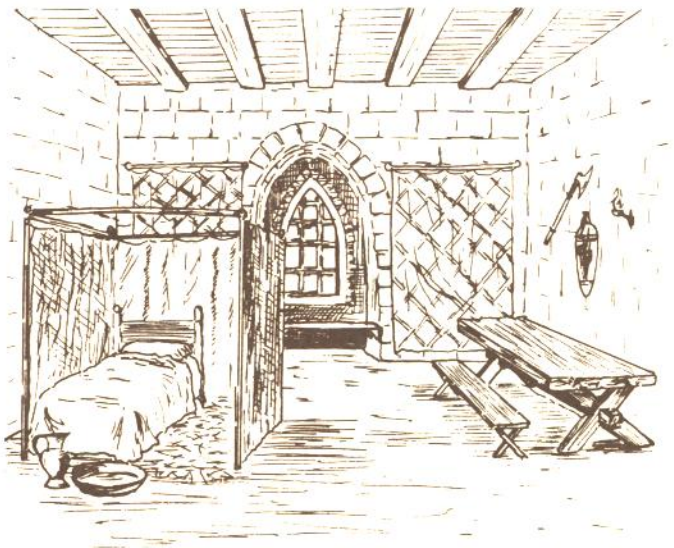
OLOKAND 6

Second Floor



Second Floor

This level of Sanric Tower contains the royal council chamber. The principal feature is the great hall where the household dines. The great hall is also used to hold the royal (supreme) and shire courts; the trestle tables and most of the chairs and benches are removed to storage on such occasions. The southeast tower is used as guest chambers and occasionally for holding important prisoners. The great hall is overlooked by the gallery on the third floor, accessed by matching stairways in the south. The main source of illumination for the great hall is the chandelier and glazed, barred window in the south wall of the third floor.



Ground Floor

This is the base level for all spot heights. Only Sanric Tower, of greater age than the rest of the keep, is anomolous. Both stone and rubble-sandwich construction can be seen. The keep's main entrance is in the north wall. Access is by means of a stone stairway (the ground inside the castle walls, the bailey, varies from +3 to -8 feet) and wooden drawbridge. There is a sturdy portcullis; both it and the drawbridge are controlled by winches from behind the redoubt wall. The passageway running west from the officer's dormitory in the northwest tower, leads to the towers of the inner bailey.

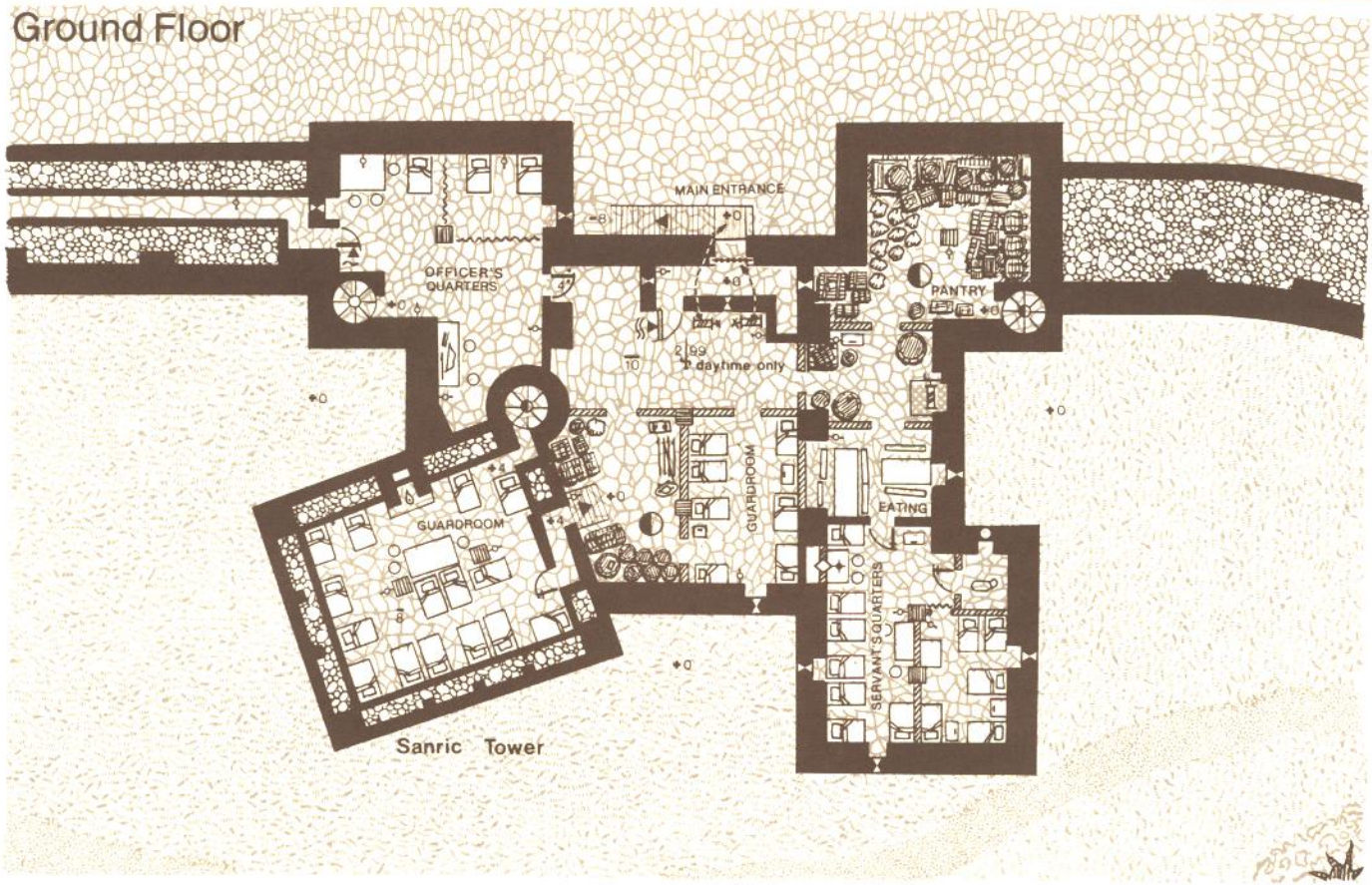
Cellar

The cellars are used primarily for storage. The cellar of Sanric Tower has a crypt containing thirty tombs, arranged in three horizontal rows of ten. Here are buried the four kings of Nurelia, ten earls of Olokand (407-603), and five earlas. There are also three empty tombs and eight containing unknown occupants. One of the lower tombs has a mechanically hidden panel leading to the royal escape route by way of a small chamber. The tunnel's egress is the basement of the Kald and Castle [10], through a secret door unknown even to the innkeeper. The cellar of the southeast tower has a chamber of interrogation, and cells for prisoners of middle to low status. The balance of the level is given to storage. This and the next story have stone or rubble-sandwich walls. The foundations of later additions were sunk lower than those of Sanric Tower, creating differences in the floor level.

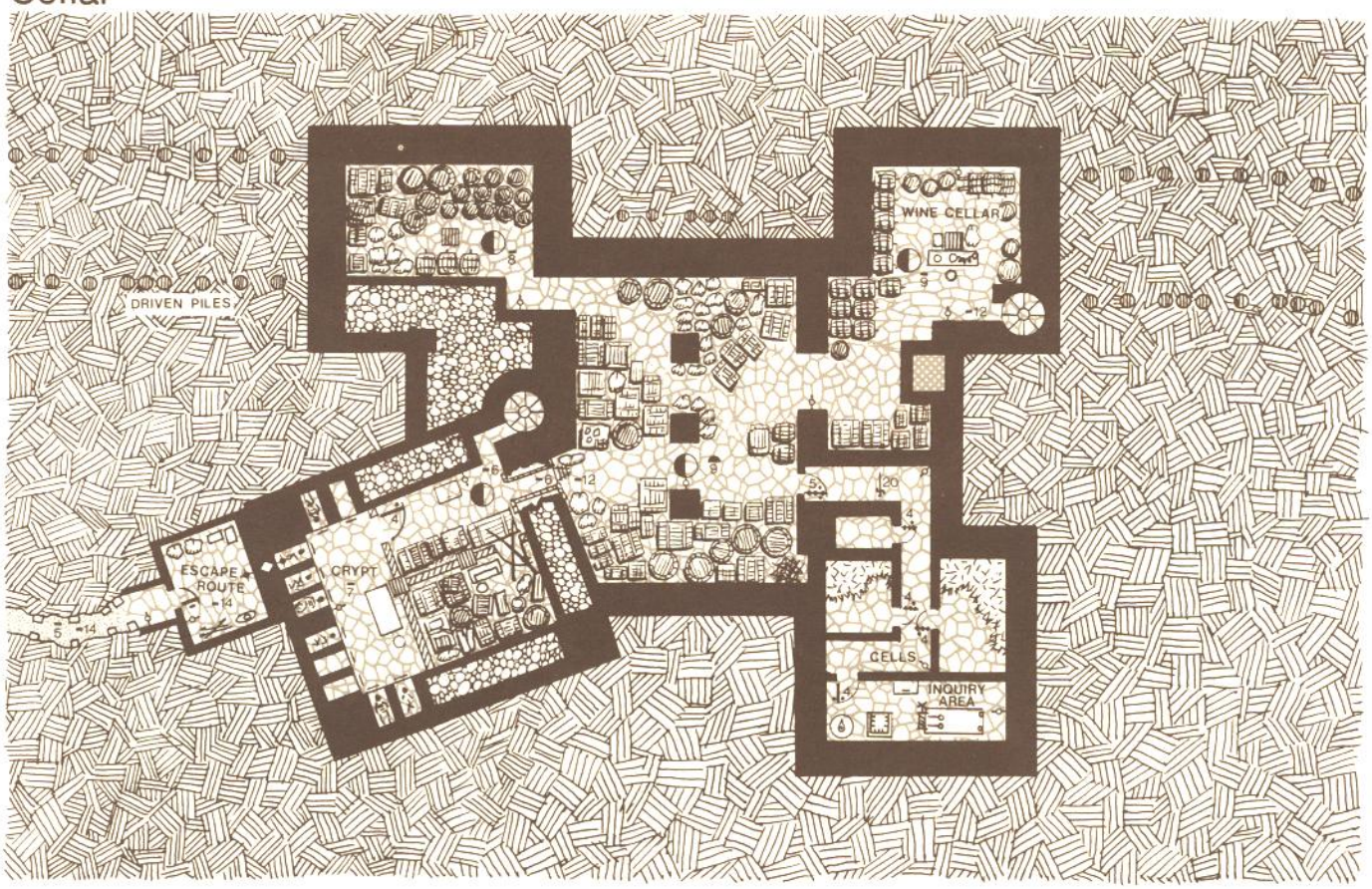
INTERIOR SCALE
FEET (1 mm = 1 Foot)

0 10 20 30 40 50

Ground Floor



Cellar



OLOKAND 8

CHRONOLOGY

1000 BT: Jarin occupy district
45 TR: Death of Locar the Strong
113 TR: Olokand tributary to Lothrim
120 TR: Lothrim dies. Olokand independent
125 TR: Sanric I founds Kingdom of Nurelia
128 TR: Sanric Tower constructed
235 TR: Death of Lotin. Olokand joins Kaldor
238 TR: Battle of Olokand
377 TR: Kaldoric Civil War ends.
384 TR: Caer Olokand built.
407 TR: Olokand given to Earl Elendsa
599 TR: Baronial Revolt in Kaldor
603 TR: Earl Haldan of Olokand siezes throne

GOVERNMENT

As a royal castle and shire moot, Olokand is governed on the king's behalf by the resident Sheriff of Meselyne. Olokand is the heart of clan Elendsa's strength and enjoys little of the freedom given to the city of Tashal, the other royal seat. When the king is not present, the sheriff has virtually absolute power to govern on his behalf. Most of the king's household travels with him but there is always a caretaker staff and garrison in Olokand. The present king, Miginath, spends about a third of his time here, even then his declining strength causes him to leave most of the burdens of government to his lieutenants. Under clan Elendsa, the office of sheriff has usually been held by the heir apparent. With no clear heir, Miginath has seen fit to appoint Maldan of Harabor to the office; it is generally understood that Maldan is one of Miginath's sons born on the wrong side of the blanket. Many of Kaldor's nobility resent Maldan, fearing that this ruthless and ambitious favourite of the king will try to usurp the throne when Miganath dies. Apart from the office of sheriff, Maldan is a knight holding several nearby manors, including Tentru.

ECOMOMICS

Olokand is the southern terminus of the Fur Road. Every spring, a large, well-escorted caravan brings furs and hides, wild beasts, whale products, amber, honey, copper and other products from the north to Olokand. The caravan's arrival (usually around mid-Peonu) is eagerly awaited by local merchants. Frantic trading and general revelry takes place, fueled by rowdy caravan mercenaries and traders who try very hard to spend most of their wages and profits. Although some of the northern goods are consumed locally, most are acquired by local mercantylers and transported south by river barge or in smaller caravans to Tashal. Some northern traders resist selling their wares in Olokand, preferring to take them to Tashal themselves where higher prices and more exotic goods can generally be obtained. The mid-summer "Royal Chelabin Tournament of Chivalry" is held at Olokand. This is Kaldor's most important tourney and is attended by contestants from as far away as the Kingdom of Chybisa. Rowdy and free-spending spectators often exceed 2000 which promotes considerable economic activity. Meselyneshire has numerous mines; there is significant mercantyler activity in tin, copper, and salt in Olokand.

GUILDS

Apothecary:	[27]
Chandler:	[28]
Clothier:	[17]
Embalmer:	[30]
Hideworker:	[36]
Innkeepers:	[8] [10] [11]
Lexigrapher:	[23]
Lia-Kavair:	[11]
Litigant:	[31]
Locksmith:	[32]
Mason:	[16]
Mercantylers:	[14] [20] [25] [33]
Metalsmith:	[22]
Miller:	[26]
Miners:	[18]
Ostlers:	[8] [10]
Physician:	[35]
Salter:	[34]
Shipwright:	[29]
Tentmaker:	[13]
Timberwrights:	[12]
Weaponcrafter:	[15]
Woodcrafter:	[21]

TAXES

Since Olokand has no town walls, the town is considered for tax purposes to extend one arrowflight from Caer Olokand, except across the Kald. The ambiguity of this definition leads to jurisdictional disputes, but most are resolved at the Shire Moot in favour of the King.

Property:	6% per annum (residential)
Property:	4% per annum (business)
Hawking:	10% of goods' value
Bonding:	2% of goods' value per month

RELIGION

The religion of Olokand is much like that of Tashal and the rest of Kaldor. The temples of Larani and Peoni have tax-exempt status and receive endowments from the government and population. While Laranianism is the official religion of the royal household, there is no public temple to Larani in Olokand. The spiritual needs of the nobility are met in the chapel within Caer Ololkand. Worship of Agrik, Morgath or Naveh is punishable by death. Other religions are tolerated but not encouraged.

TEMPLE

[19] PEONI (Order of the Balm of Joy)

THE LEGEND OF PRINCE BRANT

Kalabin of Kaldor added Nurelia to his kingdom in 235. The fourteen year old uncrowned king of Nurelia, Brant, was interned in Caer Olokand "for his own safety" but mysteriously vanished in 237. Most assume the young prince was murdered although the lad's body was never found.

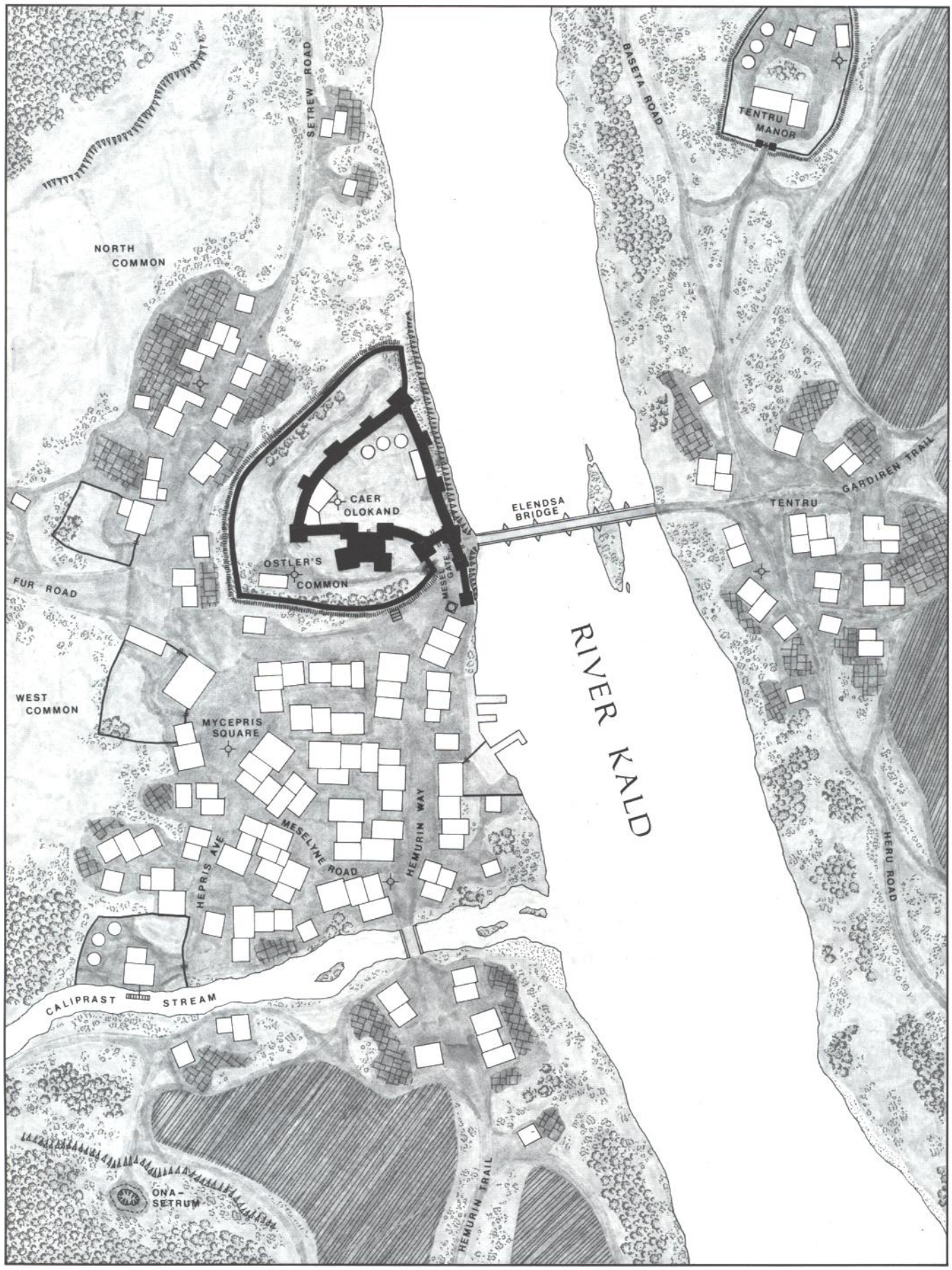
While there has been much speculation concerning Brant's fate, there is more interest in the whereabouts of the Nurelian crown jewels which vanished at the same time. Among the treasures that went missing were the jewel-encrusted, gold-plated royal crown; an allegedly enchanted mace called "Thunderer" able to crush anything it struck; and the "Tome of Ethelyen", a book that once belonged to a mage-ambassador of Lothrim, arrested and cast into Ona-Setrum after the foulspawner's tyranny collapsed. None of these have ever been found.

The most common legend is that Sir Jesel of Gewen, the prince's warder, slit the boy's throat, cast the body into Ona-Setrum, and buried the crown jewels nearby planning to recover them later. Jesel was slain at the Battle of Olokand (238 TR) and the secret died with him. Variations of the tale have the murderer burying the boy and the treasure on a hill west of Olokand. A few hold that the loot was sold and spirited away to Melderyn but this theory is rejected by hopeful treasure-hunters, of which there have been many.

The Ghost of Brant

Many locals believe that the lost treasure is protected by the ghost of the murdered prince, claiming that the apparition acts to frustrate anyone seeking the jewels for their own sake. But it is also said that Brant's unshriven spirit will reveal the treasure site to one who finds his bones and gives them burial next to his father in the crypt of Caer Olokand. Conflicting details of the spirit's manifestation abound. Most hold that the shade appears at the time of the new moon (Yaelmor) each month; a few have reported sightings at other times. Some claim he walks the battlements of Caer Olokand, others say he rides back and forth across Elendsa Bridge astride his ethereal steed. Some believe he may appear anywhere within sight of the settlement, but the most frequent sightings are on the trail to Ona-Setrum. The moaning at the pit is often attributed to the boy's ghost, crying out for surcease.

OLOKAND
PLAYER MAP



RON GIBSON GARRY STEINHILBER

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OLOKAND
COMMON MAP

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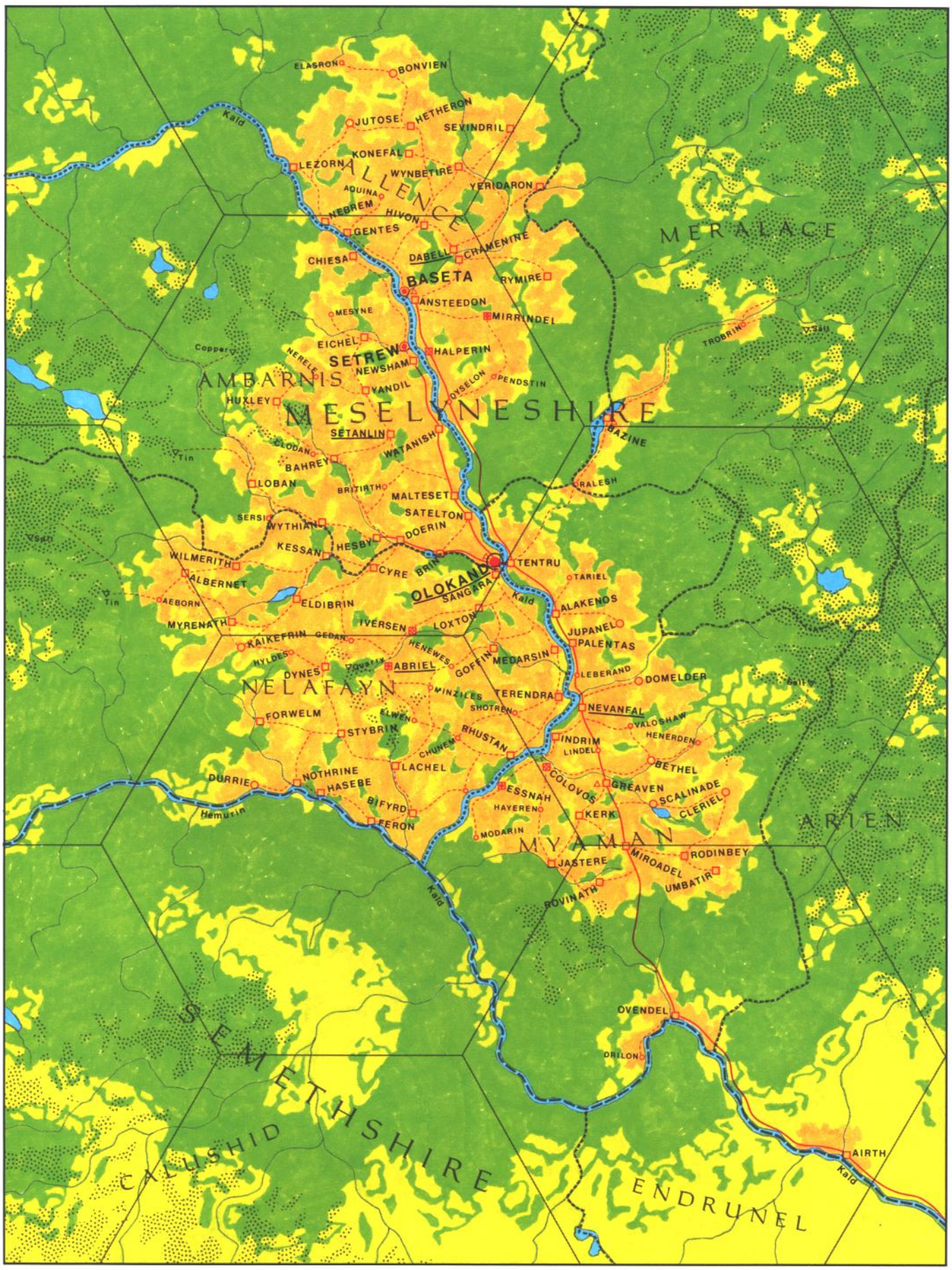
KALDOR (OLOKAND)

GM MAP



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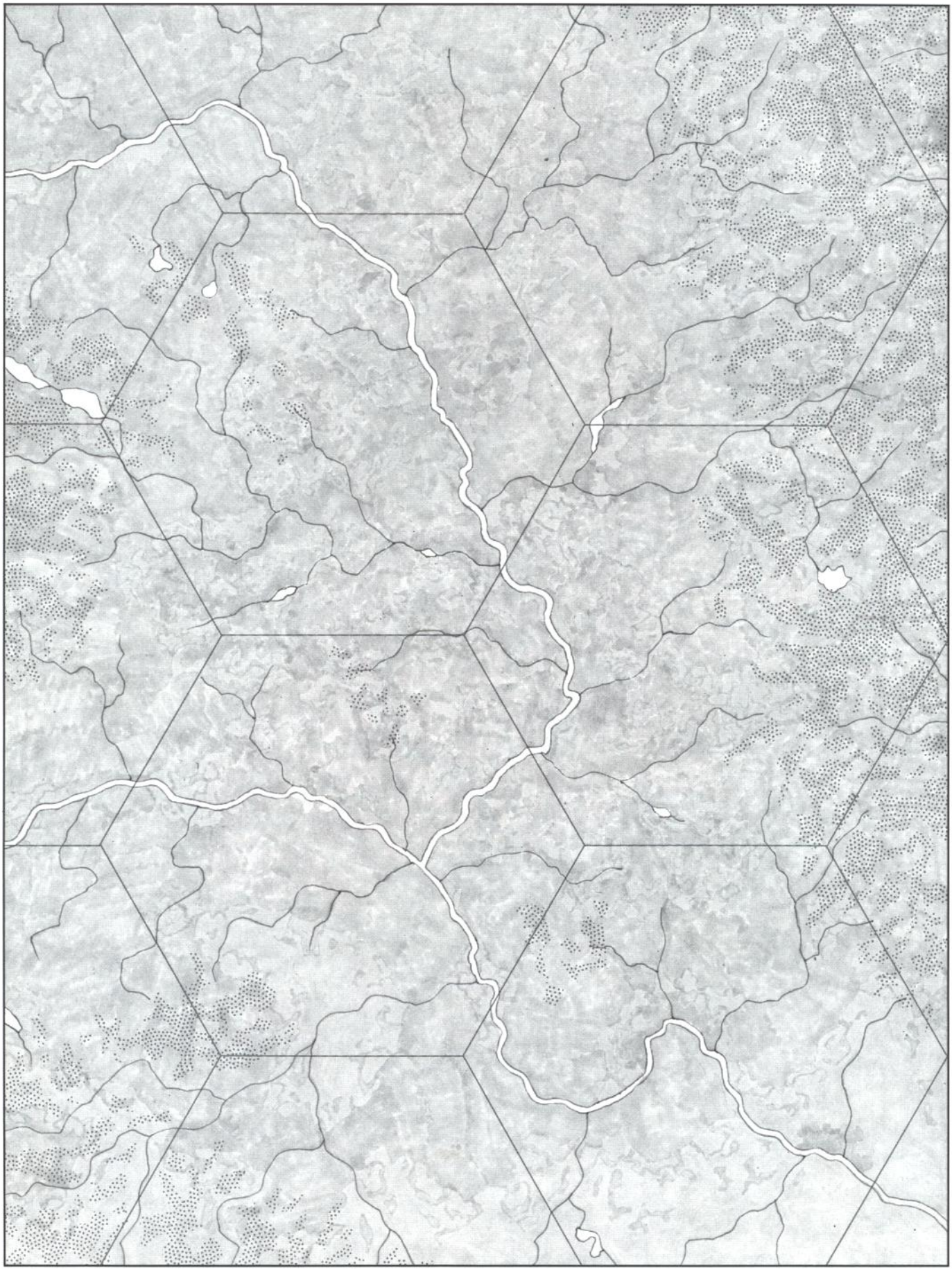
KALDOR (OLOKAND)
PLAYER MAP

LEAGUES
0 1 2 3 4 5



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MANOR ECONOMICS

Manorial economics are surprisingly complex. They can be dealt with at various levels of complexity and abstraction depending on the degree of authenticity desired by the GM and players. This system is intended to provide procedures of medium complexity that will give the feel of fief economics without being incomprehensible.

The system works by filling out budget forms each game year at harvest time; on Harn this is around the end of Azura, the seventh month. Normally, the GM will only require budgets for manors held (or governed) by player characters. If a regular budget is required for very large holdings, although not many players will achieve this status, then it might be easier to complete the procedure for one year only with average weather and yields, and thereafter to assume that all revenues, service, etc. will stay the same, with optional yearly variations.

THE BASIC PROCEDURE

We have provided two budget forms, designed to be photocopied as needed. These are the Tenant Household Form (THF) and General Budget Form (GBF). The THF records data on tenant households in a fief; the GBF is a general assessment of the fief's welfare and is used to compute revenues, changing land use, budgeted expenditures, etc. Since this is a budgetary system, factors tend to change. Work in pencil and keep an eraser handy. Step by step procedures are given for filling out the two forms, to be done in the exact order specified below:

1. The General Data section in GBF.
2. The Tenant Household Form.
3. The Revenue section in GBF
4. The Household Budget section in GBF
5. The Fief Budget section in GBF

GENERAL DATA

[1] GROSS ACRES

The total amount of land in the fief specified in Atlas Harnica indices. This acreage will only vary if land is ceded or annexed.

[2] WASTE ACRES

The number of acres (usually swamp, heath or precipitous rockfield) that have no agricultural value and cannot (with the available technology) be made useful. Determine acreage as (3d6)% of [1].

[3] WOODS ACRES

The total acres of woodland and forest in the fief. Hunting is the most important source of meat for the lord's table. All woods are considered to be the private property of the fiefholder. Determine acreage as (3d6 + 10)% of [1]. This acreage will decrease if woods were cleared in last year's fief budget. Option: increase woods acres 1% each year to allow for natural growth.

[4] CLEARED ACRES

The total number of cleared acres on the fief suitable for pasture and growing crops. This is equal to gross acres minus the sum of waste and woods acres. This acreage will increase if wooded acres decrease, and vice-versa.

[5] LABOUR POOL (LP)

The additional labour on the fief that is available for hire. Determine by the following formula: (Cottars x 120) + (Half-Villeins x 60) days. This calculation must wait until you have filled in the THF. The GM may wish to add 5-10% more to account for a small amount of labour available from villeins, freeholders, and migrant workers. The labour pool may change if households increase or decrease, or if the status of tenants is altered. Option: the GM may wish to establish a minimum labour pool (50%) because some tenants are very dependent on being hired to supplement their income. If the lord does not hire this minimum amount of labour, the welfare of his smaller tenants will suffer, which is best reflected by modifiers on the tenant fate table; cottars (-10), half-villeins (-5).

[6] LAND QUALITY (LQ)

A numerical index designed to reflect the fief's soil fertility and climate. LQ is provided in Atlas Harnica. It is generally considered a constant, or a variable that changes very slowly at GM discretion. LQ is used to modify crop yields.

[7] FIEF INDEX (FI)

A numerical index designed to reflect the quality of capital investment in the fief (roads, bridges, barns, granaries, oxen, ploughs, irrigation, etc.) which modifies revenues. The FI index should begin at 1.00 and is subject to annual change up or down. Factors which will influence the FI index are fief maintenance and fief improvement, both controlled by the lord. The GM can assign reasonable modifiers to the index to reflect the effects of plague, war, pestilence, floods, etc.

[8] WEATHER INDEX (WI)

A numerical index designed to reflect the effect of weather on crops during the year for which the budget is being completed. Weather may be known to the GM or randomly generated on the following table. Roll 5 times on the table (once for each month in the growing season), add the results, and divide by 5 to get the average WI.

01-20	cold wet	WI 0.50
21-40	cool wet	WI 0.75
41-60	average	WI 1.00
61-80	warm dry	WI 1.25
81-00	hot dry	WI 1.50

TENANT HOUSEHOLDS

If this is the fiefholder's first year, a household generation procedure is necessary; in subsequent years the THF will be modified by tenant fate rolls. Each line on the THF represents a single tenant household. There are sufficient lines for fifty households; if more are needed, use a second THF. The columns headed STATUS, ACRES, LABOUR [B], and KIND [C] record the "contract" between tenant and lord. The LABOUR [D] and KIND [E] columns on the right are used to record temporary changes to the contract and miscellaneous data. Players have the option of filling in a new THF each year (recommended) or changing the existing THF as appropriate.

HOUSEHOLD GENERATION

Using the number of rural freemen (RF) and serf (SF) households specified in Atlas Harnica indices for this fief, write this many family names in the HOUSEHOLD column, starting with rural freemen. The use of family names is optional; households can be referred to by number if desired. Ignore urban freemen (UF) households if given in the Atlas Harnica index; very few manors will have any.

The next step is to generate the occupation of each RF household on the table below, and randomly assign the acres held by each, within the range specified. Write the occupation in the STATUS column. If an occupation is duplicated, ignore it; write "farmer" in the Status column (holding the same range of acres) instead. Exception: there can be two or more Yeomen.

ROLL	STATUS	ACRES	ROLL	STATUS	ACRES
01-29	Miller	10- 60	65-79	Metalsmith	1-10
30-44	Yeoman	40-120	80-89	Woodcrafter	1-10
45-54	Priest	5- 30	90-97	Timberwright	1-10
55-64	Salter	1- 10	98-00	Charcoaler	1-10

Except for Yeomen (see below), rural freemen pay an annual rent of 2-12d kind per acre for their land. If 2d, they also owe labour of 2 days per acre; if 3d, they also owe labour of 1 day per acre. Rents can be modified by the LQ index if desired. A miller also pays 240d kind (for milling rights) and other guildsmen pay 10-60d kind for business rights; these extra amounts

are added to the normal kind/acre rent. A priest (if any) implies there is a church on the fief (probably Peonian) and he/she may live rent free (60% chance) or pay a token rent of 1d kind per acre.

Yeomen

A yeoman does not usually owe rent for his land; he renders military service to the fiefholder. Based on the acreage held, the GM should assign the military service owed, from the table below.

ACREAGE	MILITARY SERVICE OWED
40 - 80	Light Footman (LF)
60 - 80	Light Foot Archer (LFa)
80 -120	Medium Footman (MF)
90 -120	Medium Foot Archer (MFa)

Write the abbreviation given in column [B]. There is a 10% chance that a yeoman household will also owe a token rent (1d Kind/Acre).

SERF HOUSEHOLDS

These fall into three broad classifications: Cottars who hold 1-5 acres; Half-Villeins who hold 10-20 acres, and Villeins who generally hold 25-35 acres. Most of this unfree peasantry will owe labour to the lord for their land. This is usually 60 days plus 3-5 days per acre each year. Most will also owe token kind, mainly pasture and timber rights, but also including such things as small amounts of milk, eggs, cheese, etc. The table below uses 4 days labour per acre and may be modified at GM discretion.

ROLL	STATUS	ACRES	LABOUR	KIND
01-12	Cottar	1	60	4d
13-19	Cottar	3	70	5d
20-29	Cottar	5	80	6d
31-36	Half-Villein	10	100	7d
37-52	Half-Villein	15	120	8d
53-60	Half-Villein	20	140	9d
61-70	Villein	25	160	10d
71-90	Villein	30	180	11d
91-00	Villein	35	200	12d

Option: there is a 20% chance that villeins will also hold an extra 5-30 acres "freehold" on which rent of 4-12d acre is paid. If so, add the acres and kind to columns [A] and [C] for these tenants.

Totals columns [A], [B], and [C]. These are used in calculating the fief's revenues. In subsequent budgets, the tenant fate routine (following) will generate changes to tenant obligations.

TENANT FATE TABLE

The welfare of each tenant household is subject to change, prior to the revenue calculations each year. This table can generate permanent and temporary (valid only for one year) changes to a household's obligations. Permanent changes are recorded in columns [A], [B], and [C]. Temporary changes are recorded in columns [D] and [E] as +/- labour or kind. Example: a permanent change in kind owed would be made in column [C]; a temporary change in kind owed (e.g. 15d more) would be noted as +15 in column [E]. Both negative and positive numbers are written in columns [D] and [E]; be careful when totalling them. If the same THF is being used from year to year, columns [D] and [E] must be erased before the tenant fate generation begins.

The tenant fate routine involves negotiation between tenant (played by the GM) and the lord. The fiefholder is at liberty to grant all, part, or none of each tenant petition. If the lord is unreasonable in his conduct (GM discretion) there is a 40% chance the tenant will take some illegal action (GM discretion). When rolling on the Tenant Fate Table, the GM should modify each roll depending on the current [WI] and [FI]. Example: if the [WI] is 1.10 (+10) and [FI] is 0.98 (-2), add 8 to each roll. Also see: LABOUR POOL option.

01-05 ECONOMIC COLLAPSE

Tenant's household will suffer total social and economic collapse in 1-6 months unless the lord provides a subsidy of 20d kind per acre, with a minimum of 200d kind per household. If the lord agrees, subtract subsidy in column [E]. If not, the family ceases to exist (starvation, abandonment, of land, etc.) and is purged from the THF.

05-30 TENANT HARDSHIP

Tenant's household is experiencing some economic hardship. The tenant clanhead petitions the lord for relief. The lord has two options: [1] demand full labour/kind owed and risk economic collapse. [2] Subsidize tenant to alleviate hardship. Re-roll on sub-table. In each case the tenant asks for a temporary concession or subsidy. If a tenant petition is refused, the chance of economic collapse is shown in square brackets on the right.

(01-25) 50% reduction in obligations [80%]
(26-59) 25% reduction in obligations [50%]
(60-00) 10% reduction in obligations [20%]

Concessions made are noted in columns [D] and [E]. The GM may wish to negotiate variations to the above petitions on behalf of the tenant. The lord has the right to demand a permanent change to the contract if he makes any concession. This might be a small reduction of tenant acres for the same obligations, or additional labour/kind for the same acres. The GM must decide if the lord's demands are reasonable, possibly 5-15% change based on the concession made. If not, the tenant would still accept, but there is a 50% chance of economic collapse.

31-38 HERIOT

The head of the tenant household dies. The family should pay heriot (death duty) to the lord, traditionally their best animal, but in practice a tax of 6d + 1d per acre kind. Heriot is entered in column [E].

39-40 WARDSHIP

The tenant clanhead has died leaving a widow or minor as heir; mark a "W" in the status column. During wardship, the family holding will be held in trust by the lord. Most lords exploit these situations. Reduce column [D] and [E] by amount of labour/kind owed, but also add to [E], 60d + 10d kind per acre. On subsequent budgets, roll 1d6 for each wardship household. If 5 or 6, the wardship ends (the heir has inherited, or the widow has remarried) and the holding returns to normal contract obligations (no heriot is due). If 1, the household suffers economic collapse. Otherwise, the wardship continues with the same benefits to the lord as last year.

41-70 AVERAGE YEAR

Tenant is able to meet his obligations.

71-95 TENANT PROSPERITY

Tenant has had a good year. There is a 80% chance the tenant will petition the lord for an increase in acres. Any acres granted by the lord must come from his unused acres in the last fief budget. Tenant land that has just become available due to fate rolls can not be used for this purpose because the actual timing of economic collapse, etc, may really be some time in the future. Re-roll on sub-table below for specific petition.

(01-40) Increase of 05 acres.
(41-70) Increase of 10 acres.
(71-90) Increase of 15 acres.
(91-00) Increase of 20 acres.

An increase in acres may result in a change of status (cottar to half-villein, etc.); it is unlikely a fiefholder would permit any cottar more than 15 acres increase in one year. The tenant may offer labour (3-5 days per acre) or kind (4-12d per acre) for new land, most likely kind if a villein or freeholder. Changes in acres are usually permanent; change contract. In the case of serf households, the lord may counter-offer that he can give

no additional acres but will accept scutage of 1-3d kind per day for a specified reduction in labour/service for this year only. Most serfs/yeomen would accept the lower rate, 50% would accept the middle rate, and 10% would accept the higher rate. If accepted, reduce labour in column [D] and add kind to [E].

96-00 SPECIAL PETITIONS

The tenant wishes to marry his daughter off, or have his son released to seek his fortune, etc. The tenant offers 10-60d kind for this priviledge. If the petition is granted, add the offering to column [E]. There is a 10% chance that any serf tenant will seek freehold status, offering 100-300d kind for this right. If accepted, add offering to column [E], cancel labour, and generate kind owed at 4-12d per acre on the contract.

NEW HOUSEHOLDS

Once the fate of all existing households has been determined, a check should now be made to see if there are any potential new households available. There is a 5% chance of 1-3 new households, although the GM may wish to increase this chance to take into consideration nearby events likely to create refugee immigrants, etc. If there are any potential new households, there is a 70% chance they will seek freehold status and a 30% chance they will seek serf status. The GM should first determine the number of acres they seek and obligations they will pay (use THF initialization procedure). Offers are then made to the lord, who can grant, counter-offer, or deny them as he wishes. New households accepted by the lord are added to the THF.

UPDATING THE THF

Add up columns [D] and [E]. This will give a plus/minus in temporary changes to labour/kind. Add up columns [A], [B], and [C] to get new totals in contract acres, labour, and kind. Columns [B] and [C] will be modified by columns [D] and [E] when the revenues of the fief are being calculated.

REVENUES

This section of the General Budget Form is used to compute the revenues of of the fief. Revenues are determined by the fiefholder's land use plan from the previous budget and the current THF. A line by line description of how to compute various revenues follows. However, if this is a fiefholder's first year, the revenue section is ignored. Proceed directly to line [6]. There are many abstractions inherent in the revenue calculations, but they are all based on realistic data.

[1] TENANT ACRES

This is the acreage used by the tenants to grow crops and graze their livestock, mostly sheep, goats and oxen. Fill in the acres, labour, and kind columns, taken from the updated THF (columns [A], [B], and [C]) modified as necessary by columns [D] and [E]. The labour total is really "deferred income", available to the lord over the next year; the kind total represents rents, crop shares, rights, etc. paid now. LQ, FI, and WI indices do not alter these revenues.

[2] DEMENSE CROPLAND

The number of acres (line 4 of last fief budget) planted by the lord for his own use and now being harvested. Demense cropland produces revenue in kind of: Acres x 60d x LQ x FI x WI.

[3] DEMENSE PASTURE

The number of acres (line 5 of last fief budget) used to graze the lord's livestock, mainly sheep. Revenue is the yield in hay, wool, and animals: Acres x 25d x LQ x FI. Weather is not a modifier.

[4] WOODS

These are the acres of woodland and forest presently in the fief. The acreage is equal to line [3] in the General Data section. Revenue is measured in kind and reflects the value of timber, hunting, pig grazing, berries, etc to the lord. Revenue is 5d per acre with no modifiers. Option: vary revenue 2-8d per acre.

[5] FREE IMPORTS

This line is used to record any free imports of labour/kind not yet accounted for. This category includes revenues such as tribute from vassal fiefs and aids received if measured in kind. Free labour is not likely unless the fiefholder has slaves or receives free labour from a nearby vassal who has surplus labour to offer his liege. To determine if there are vassal fiefs, check the Atlas Harnic indices and search for settlements naming this manor as leige. Vassal manors held directly (managed by bailiffs) will generally contribute 30-40% of their gross revenue; vassal manors held by knights may only owe military service plus 5-10% of their gross revenue to reflect aids, tribute, etc. Theoretically, budgets for vassal fiefs should be handled by the player (if held directly) and by the GM if not. If this is more than you care to handle, compute vassal kind payments as their Gross Acres x 3 x LQ (held directly) and Gross Acres x 0.5 x LQ (held by knight). Villages (always "held" by Reeves) are best handled by adding their gross acreages and households to that of the fiefholder's manor and running a collective THF and GBF

[6] GROSS REVENUE

The sum of labour/kind revenues (lines 1 to 5). If this is the fiefholder's first year, labour is the total labour in the THF; kind is Gross Acres x 10d.

[7] FROM STORAGE

The amount in kind that is still in storage from last year. It is equal to line [15] from last year's fief budget, reduced by (2d6)% of line [8] of last year's revenues. This reduction reflects spoilage and miscellaneous unforseen consumption. If the storage is now a negative number, this implies the fiefholder ran short of kind before the harvest and was forced to consume his livestock, seed, etc to survive. Raise the storage to zero, but deduct 2d kind for each 1d kind shortfall from gross revenue. Option: the GM may allow the fiefholder to balance negative storage by cash purchase of kind. If this is the fiefholder's first year, enter "From Storage" as Gross Acres x 1d.

[8] TOTAL LABOUR/KIND

The total labour/kind (lines 6 + 7) available for distribution in the fief and household budget.

HOUSEHOLD BUDGET

The Household Budget of the fiefholder should now be filled out on the GBF. This will calculate the cost to operate the household for the upcoming year. Costs are measured in kind and include salaries, food, shelter, clothing, supplies, and servants or apprentices. The table below indicates the annual cost (kind) for individual household members. If more than one is required, multiply the costs shown by the number of individuals required. Very few fiefholders will be able to support the full slate of possible householders, at least not on manor revenues. Some raise the quality of life on the manor, some are cost efficient if the household and manor are large enough. Total kind is deducted from the FIEF BUDGET on line [1].

HOUSEHOLDER	KIND	BENEFIT
Fiefholder	3000	Necessary
Warhorse	1800	Necessary (if Knight)
Spouse	1500	Offspring, etc.
Offspring	1000	Heirs, etc.
Bailiff	2000	(See: note 1)
Sergeant/Arms	1000	Bodyguard, etc.
Mercenaries	800	Defence
Clothier	900	-15% Total Household Kind
Herald	1200	Ambassador, etc.
Harper	600	Entertainment
Hideworker	900	+10% Pasture Revenue
Mason	1500	(See: note 2)
Ostler	1300	-50% Warhorse Kind
Physician	1200	Better Health
Priest	1400	Spiritual Comfort
Weaponcrafter	1800	-20% Total Household Kind

NOTE 1. Necessary to run the fief when the fiefholder is absent. If there is no bailiff, reduce gross revenues of fief by 5% for each month's absence. A spouse or elder offspring may act as bailiff for no additional expense.

NOTE 2. A mason will reduce labour and kind outlay for fief maintenance and improvement by 25%.

OPTIONS: (1) the fiefholder may substitute 1d kind with one day labour, up to a maximum of 20% total kind. This reflects the lord utilizing suitable tenant labour for servants, etc. (2) Deduct 25% from total kind, paying this amount as cash from the privy purse. This reflects that some householders would receive a cash stipend.

FIEF BUDGET

The fiefholder must now decide how to distribute the total labour/kind available to him. This important procedure will determine, to a large degree, the fief's welfare and revenues next year. Labour/kind outlays are entered in their appropriate columns.

[1] HOUSEHOLD
This line records the lord's planned expenditures on his own household over the coming year. If not already done, fill out the lord's household budget now, and transfer the totals in kind necessary to this line.

[2] MAINTENANCE
This line is used to record necessary expenditures in labour/kind to maintain the lord's fief at its present FI index level. This amount is Gross Acres x FI x 0.5 labour, and Gross Acres x FI kind. Failure to budget for the required maintenance will result in an automatic drop in FI of .05 (e.g. 1.00 to 0.95) applicable next year. Option: allow partial maintenance; 80% and drop FI 0.01, 60% and drop 0.02, 40% and drop 0.03, 20% and drop 0.04.

[3] DEMENSE ACRES
The total amount of acres in the lord's demense. This acreage is equal to Cleared Acres minus Tenant Acres. The lord must now decide how to divide these acres between cropland, pasture, and unused acres, depending on labour and kind available.

[4] CROPLAND
The total demense acres planted with crops. The maximum acreage is 40% of line [3] to allow for minimum pasture and fallow land. The outlay is 15 days (labour) and 25d (kind) per acre. Kind expenditure reflects seed, ploughs, oxen, etc.

[5] PASTURE
The total demense acres of pasture for grazing livestock. The minimum pasture acreage is 20% of line [3]; there is no maximum, other than the size of the demense. The outlay is 5 days (labour) and 10d (kind) per acre. Kind expenditure reflects mainly livestock expenses.

[6] UNUSED
The balance of demense acres not used for cropland or pasture. Theoretically, such land would be fallow and available for pasture, but since no labour/kind is expended on it, it produces no revenue. Unused acres generally result from labour shortages, which are quite common on Harn.

[7] FREE EXPORTS
The amount of labour and kind given to a leige (see: REVENUE [5]) for which no payment is received. This will be mainly aids, tribute, gifts, etc. If this is the fiefholder's first year, calculate as 30% gross revenue (Bailiff) or 5% gross revenue (Knight).

[8] BASIC OUTLAY
The labour and kind outlay in lines 1 through 7.

[9] SURPLUS (DEFICIT)
The basic surplus or deficit of labour and kind. Subtract line 8 from REVENUE 8. Negative numbers (deficits) should be bracketed. The budgeted expenditures which follow are all optional, but may be necessary to balance the budget.

[10] LABOUR HIRED
The amount of labour hired from the fief labour pool. This is measured in days and entered in the labour column. The cost of hiring labour is 1d kind per day. There may be a minimum amount of labour that the fiefholder must hire (GM discretion) if he wishes to avoid economic problems with his cottars and half-villeins; both depend on selling their extra labour to survive.

[11] WOODS CLEARED
The amount of woods acres to be cleared before next budget. The outlay per acre is 100 days (labour) and 10d (kind). Write the acres cleared in the acres column and labour/kind expended in their own columns. Remember to change woods acres and cleared acres in next year's General Data.

[12] FIEF IMPROVEMENT
The FI index can be increased by an expenditure of labour and kind. To increase FI by .01, expend:

LABOUR: Gross Acres x FI x 0.1
KIND: Gross Acres x FI x 0.2

There is a maximum increase of 5 points (.05) in any one year.

[13] EXPORTS/IMPORTS
Kind sold to raise cash income for the fiefholder's privy purse, or kind purchased to balance the budget, offset a poor harvest, etc. Prices are dependent on weather (which affects regional yields), the basic wholesale selling price of 50% kind value, and basic retail buying price of 100% kind value.

EXPORTS: KIND x 0.50 ÷ WI
IMPORTS: KIND x 1.00 ÷ WI

Example: fiefholder wishes to export (sell) 1000d kind. If the current [WI] is 0.90, cash received would be:

1000 x 0.5 ÷ 0.9 = 556d

[14] OPTIONAL OUTLAY
The total of lines 10 to 13. Note: labour hired and kind imported (if any) are both positive amounts.

[15] STORAGE
The net storage of kind (line 9 minus line 14) the lord wishes to keep in reserve. Surplus labour at this point has no value and cannot be "stored". Deficits in labour and kind are not allowed. Storage will be modified by the GM and added to gross revenues next year to determine the total kind available for distribution at that time. The wise fiefholder will keep a reserve storage of at least 50% average gross revenues to minimize the calamity of a poor harvest at that time.

[16] PRIVY PURSE
The amount of cash held by the fiefholder. This amount is equal to the privy purse last year, plus cash revenue, minus cash expenses. The GM has the option of restricting the privy purse to fief transactions only, or allowing other sources of cash income and expenses to be included. If this is the fiefholder's first year, a privy purse of 1d per Gross Acre, plus cash income, less cash expenses is appropriate.

TENANT HOUSEHOLD FORM

FIEF | YEAR

FREEMEN	VILLEINS	HALF-VILLEINS			COTTARS	
HOUSEHOLD	STATUS	[A] ACRES	[B] LABOUR	[C] KIND	[D] LABOUR	[E] KIND
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
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50						
	TOTAL					

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GENERAL BUDGET FORM

FIEF NAME

YEAR

HOLDER

LEIGE

GENERAL DATA

1 GROSS ACRES	
2 WASTE ACRES	
3 WOODS ACRES	
4 CLEARED ACRES	
5 LABOUR POOL	
6 LAND QUALITY	
7 FIEF INDEX	
8 WEATHER INDEX	

REVENUE

	Yield/Acre	ACRES	LABOUR	KIND
1 TENANT ACRES				
2 DEMENSE CROPLAND				
3 DEMENSE PASTURE				
4 WOODS				
5 FREE IMPORTS				
6 GROSS REVENUE				
7 FROM STORAGE				
8 TOTAL AVAILABLE				

HOUSEHOLD BUDGET

	No.	EACH	TOTAL
1 FIEFHOLDER			
2 WARHORSE			
3 SPOUSE			
4 OFFSPRING			
5 BAILIFF			
6 SERGEANT/ARMS			
7 MERCENARIES			
8 CLOTHIER			
9 HIDEWORKER			
10 MASON			
11 OSTLER			
12 WEAPONCRAFTER			
13			
14			
15 TOTAL KIND			
16 ADJUSTMENTS			
17 BUDGET KIND			

FIEF BUDGET

	ACRES	LABOUR	KIND
1 HOUSEHOLD			
2 MAINTENANCE			
3 DEMENSE ACRES			
4 CROPLAND ACRES			
5 PASTURE ACRES			
6 UNUSED ACRES			
7 FREE EXPORTS			
8 BASIC OUTLAY			
9 SURPLUS			
10 LABOUR HIRED			
11 WOODS CLEARED			
12 FIEF IMPROVEMENT			
13 IMPORTS/EXPORTS			
14 OPTIONAL TOTAL			
15 STORAGE			

16 PRIVY PURSE

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KALDOR (OLOKAND)

PLACE	HUNDRED	HOLDER[1]	LEIGE SEAT	GROSS ACRES	LAND QUAL.[2]	HOUSEHOLDS[3] SF	RF	UF	GAMEMASTER NOTES
ABRIEL	NELAFAYN	Bishop	CALEME	2160	1.19	30	4	0	ABBEY/HUNDRED MOOT[4]
AEBORN	NELAFAYN	Guildmaster	ALBERNET	850	1.02	8	2	0	
AIRTH	ARIEN	RALGURTY	OLOKAND	1300	1.24	14	2	0	
ALAKENOS	MYAMAN	NACARN	OLOKAND	1850	1.18	26	3	0	
ALBERNET	NELAFAYN	Bailiff	KESSAN	1630	1.04	20	1	0	
ANSTEEDON	ALLENCE	Bailiff	BASETA	1950	1.12	27	2	0	
AQUINA	ALLENCE	Reeve	GENTES	490	1.11	10	0	0	
BAHREY	AMBARNIS	ARDAZAR	ABRIEL	1230	1.08	14	4	0	
BASETA	ALLENCE	Constable	MINARSAS	1700	1.14	34	10	59	
BAZINE	MERALACE	Bailiff	TENTRU	1550	1.09	19	3	0	
BETHEL	MYAMAN	VALDACY	NEVANFAL	1180	1.15	15	3	0	
BIFYRD	NELAFAYN	CALAYNER	BASETA	1750	1.18	22	6	0	
BONVIEN	ALLENCE	HYASCAL	HETHERON	1390	1.07	14	2	0	
BRIN	AMBARNIS	Bailiff	OLOKAND	1150	1.16	17	4	0	
BRITIRTH	AMBARNIS	Reeve	BAHREY	460	1.11	10	0	0	
CHAMENINE	ALLENCE	PANGARY	DABELL	1410	1.10	13	3	0	
CHIESA	AMBARNIS	CHIES	SETREW	1640	1.12	23	2	0	
CHUNEM	NELAFAYN	Reeve	RHUSTAN	440	1.17	10	0	0	
CLERIEL	MYAMAN	PERHENNY	SETREW	1720	1.09	22	2	0	
CLODAN	AMBARNIS	Reeve	BAHREY	880	1.08	13	2	0	
COLOVOS	MYAMAN	Kt/Com.	ESSNAH	1290	1.17	14	2	0	CHAPTER HOUSE[5]
CYRE	NELAFAYN	ERTANAR	HESBY	1450	1.15	17	3	0	
DABELL	ALLENCE	Bailiff	OLOKAND	1690	1.12	21	4	0	HUNDRED MOOT
DOERIN	AMBARNIS	Bailiff	HESBY	1130	1.16	16	2	0	
DOMELDER	MYAMAN	Bailiff	NEVANFAL	1400	1.14	17	3	0	
DRILON	MYAMAN	Reeve	OVENDEL	690	1.20	10	2	0	
DURRIE	NELAFAYN	Bailiff	NOTHRINE	1330	1.10	17	2	0	
DYNES	NELAFAYN	HOBARNY	SETREW	1380	1.13	21	2	0	
DYESELON	ALLENCE	Reeve	MIRRINDEL	700	1.14	10	1	0	
EICHEL	AMBARNIS	HARGALEN	SETREW	1530	1.10	20	3	0	
ELASRON	ALLENCE	Reeve	BONVIEW	600	1.09	11	1	0	
ELDIBRIN	NELAFAYN	Bailiff	SETREW	1660	1.11	23	2	0	
ELWEN	NELAFAYN	Reeve	ABRIEL	510	1.16	10	2	0	
ESSNAH	MYAMAN	Abbot	ABRIEL	1320	1.18	14	2	0	ABBEY[4]
FERON	NELAFAYN	Bailiff	BIFYRD	1050	1.17	16	1	0	
FORWELM	NELAFAYN	WINCARTH	SETREW	1440	1.10	20	2	0	
GRADY	NELAFAYN	Reeve	RHUSTAN	630	1.18	10	1	0	
GEDAN	NELAFAYN	Reeve	ABRIEL	600	1.14	9	2	0	
GENTES	ALLENCE	MARGANT	BASETA	1300	1.12	17	2	0	
GOFFIN	NELAFAYN	OUARNE	OLOKAND	1770	1.17	25	3	0	
GREAVEN	MYAMAN	BARATHY	OLOKAND	1470	1.17	21	2	0	
HALPERIN	ALLENCE	Kt/Com.	MIRRINDEL	1230	1.13	17	2	0	CHAPTER HOUSE[5]
HASEBE	NELAFAYN	ERCAMBER	NOTHRINE	1300	1.14	18	3	0	
HAYEREN	MYAMAN	Reeve	COLOVOS	420	1.16	9	1	0	
HENERDEN	MYAMAN	Reeve	BETHEL	510	1.14	10	0	0	
HENEWES	NELAFAYN	Reeve	ABRIEL	590	1.16	10	1	0	
HESBY	AMBARNIS	ODASART	OLOKAND	1650	1.15	22	3	0	
HETHERON	ALLENCE	KARONDAL	KIBAN	2260	1.08	28	5	0	
HIVON	ALLENCE	MOLDARTH	ABRIEL	1150	1.11	16	2	0	
HUXLEY	AMBARNIS	SYNARTH	SETREW	2280	1.06	27	5	0	
HYLDES	NELAFAYN	Reeve	DYNES	490	1.11	11	0	0	
INDRIM	MYAMAN	ROCARADAN	NEVANFAL	1260	1.17	19	1	0	
IVERSEN	NELAFAYN	Kt/Com.	ABRIEL	1460	1.15	20	2	0	CHAPTER HOUSE[5]
JASTERE	MYAMAN	JASTERE	BASETA	1760	1.19	25	3	0	
JUPANEL	MYAMAN	Bailiff	ALAKENOS	1420	1.15	21	1	0	
JUTOSE	ALLENCE	Bailiff	HETHERON	1300	1.10	18	2	0	
KAIKEFRIN	NELAFAYN	YALGETH	MYRENATH	1630	1.09	21	3	0	
KERK	MYAMAN	NAPALDY	BASETA	1410	1.18	21	2	0	
KESSAN	NELAFAYN	VARDYN	OLOKAND	2100	1.12	31	5	0	
KONEFAL	ALLENCE	ASVALER	HETHERON	1770	1.09	23	3	0	
LACHEL	NELAFAYN	BINTHE	BASETA	1330	1.16	19	2	0	
LEBERAND	MYAMAN	Reeve	PALENTAS	600	1.15	13	0	0	
LEZORN	ALLENCE	ZALDARNE	BASETA	1510	1.11	19	3	0	
LINDEL	MYAMAN	Reeve	NEVANFAL	490	1.17	9	1	0	
LOBAN	AMBARNIS	DEZALLER	OLOKAND	1620	1.05	20	3	0	
LOXTON	NELAFAYN	Bailiff	OLOKAND	2310	1.18	32	4	0	
MEDARSIN	NELAFAYN	LASVARN	OLOKAND	1620	1.18	22	3	0	
MESYNE	AMBARNIS	Reeve	EICHEL	750	1.10	12	1	0	
MALTESET	AMBARNIS	Bailiff	SATELTON	1210	1.15	18	2	0	
MINZILES	NELAFAYN	Reeve	ABRIEL	570	1.16	11	0	0	
MIROADEL	MYAMAN	Bailiff	SETREW	1320	1.17	18	3	0	
MIRRINDEL	ALLENCE	Abbot	ABRIEL	2370	1.12	29	4	0	ABBEY[4]
MODARIN	MYAMAN	Reeve	ESSNAH	480	1.19	10	0	0	
MYRENATH	NELAFAYN	ULDARAYNE	SETREW	1770	1.06	23	2	0	
NERELE	AMBARNIS	Reeve	HUXLEY	540	1.08	11	0	0	

KALDOR (OLOKAND)

PLACE	HUNDRED	HOLDER[1]	LEIGE SEAT	GROSS ACRES	LAND[2] QUAL.	HOUSEHOLDS[3] SF	RF	UF	
NEVANFAL	MYAMAN	NEVAN	OLOKAND	1880	1.17	24	4	0	HUNDRED MOOT
NEBREM	ALLENCE	HAURNAL	BASETA	1450	1.12	20	2	0	
NEWSHAM	AMBARNIS	Bailiff	SETREW	1130	1.12	16	1	0	
NOTHRINE	NELAFAYN	BARTYNE	QUALDRIS	1740	1.13	20	3	0	
OLOKAND	AMBARNIS	Sheriff	KING	1880	1.16	37	12	131	SHIRE MOOT
OVENDEL	MYAMAN	DASARAYNE	OLOKAND	1300	1.21	19	2	0	
PALENTAS	MYAMAN	TYART	ALAKENOS	1240	1.16	18	1	0	
PENDSTIN	ALLENCE	Reeve	MIRRINDEL	740	1.11	14	0	0	
RALESH	MERALACE	Reeve	TENTRU	630	1.10	11	0	0	
RHUSTAN	NELAFAYN	Bailiff	BASETA	1540	1.18	21	3	0	
RODINBEY	MYAMAN	DARONT	SETREW	1970	1.18	27	4	0	
ROVINATH	MYAMAN	OSTAURNEY	SETREW	1450	1.19	20	3	0	
RYMIRE	ALLENCE	TRALAVER	DABELL	2610	1.10	30	7	0	
SANGARA	NELAFAYN	Bailiff	OLOKAND	1610	1.17	25	2	0	
SATELTON	AMBARNIS	GRAVELYN	TENTRU	1580	1.16	19	2	0	
SERSI	AMBARNIS	Reeve	WYTHIAN	590	1.08	9	1	0	
SETREW	AMBARNIS	ETHASIEL	GARDIREN	1940	1.13	38	13	53	BARON ETHASIEL
SEVINDRIL	ALLENCE	Bailiff	WYNBETIRE	1770	1.06	23	2	0	
SCALINADE	MYAMAN	FLARGAR	SETREW	1270	1.16	18	2	0	
SETANLIN	AMBARNIS	Bailiff	OLOKAND	1640	1.11	21	3	0	HUNDRED MOOT
SHOTREN	NELAFAYN	Reeve	TERENDRA	510	1.18	11	0	0	
STYBRIN	NELAFAYN	YALCUTHY	BASETA	2840	1.14	33	5	0	
TARIEL	MYAMAN	Reeve	ALAKENOS	630	1.16	8	2	0	
TERENDRA	NELAFAYN	KLABARRY	OLOKAND	1460	1.17	19	3	0	
TENTRU	MYAMAN	HARABOR	OLOKAND	1920	1.15	26	4	0	
TROBRIN	MERALACE	Reeve	BAZINE	660	1.03	12	0	0	
UMBATIR	MYAMAN	Bailiff	RODINBEY	1450	1.16	19	2	0	
VALOSHAW	MYAMAN	Reeve	NEVANFAL	660	1.16	13	0	0	
WATANISH	AMBARNIS	JARQUANE	BASETA	1200	1.14	18	1	0	
WILMERITH	NELAFAYN	NORASTAR	KESSAN	1790	1.09	23	2	0	
WYNBETIRE	ALLENCE	DAINMELER	SETREW	1990	1.08	24	4	0	
WYTHIAN	AMBARNIS	TOCARYN	OLOKAND	1710	1.10	22	3	0	
YANDIL	AMBARNIS	Bailiff	SETREW	1290	1.10	15	2	0	
YERIDARON	ALLENCE	BAYART	WYNBETIRE	1560	1.06	20	3	0	

1. Clans (capitalized) hold their lands in fee simple.
   Named officials (Reeve, Bailiff, etc.) hold fiefs "in trust" for the leige.
2. Average land quality for Harn is 1.00.
3. SF: Serf RF: Rural Freemen UF: Urban Freemen
   Average of 4-5 persons per household, including children.
   Generally, only settlements of 10 (or more) households are mapped.
   Smaller settlement data is included in Manor data.
4. Clerical Order, Spear of Shattered Sorrow, Temple of Larani.
5. Fighting Order, Lady of Paladins, Temple of Larani.

BACK ISSUES

EH1	AZADMERE The city of the Khuzdul on Harn	ATLAS HARNICA Lake Arain and the Kingdom of Azadmere	THE KHUZDUL Their history, culture, religion and economics
EH2	ANISHA The Earthmaster ruins in Harn's Felsha Mountains	ATLAS HARNICA Tashal region in the Kingdom of Kaldor	HARNIC LAW Harnic codes, crimes, and punishments

HÂRN T.M.

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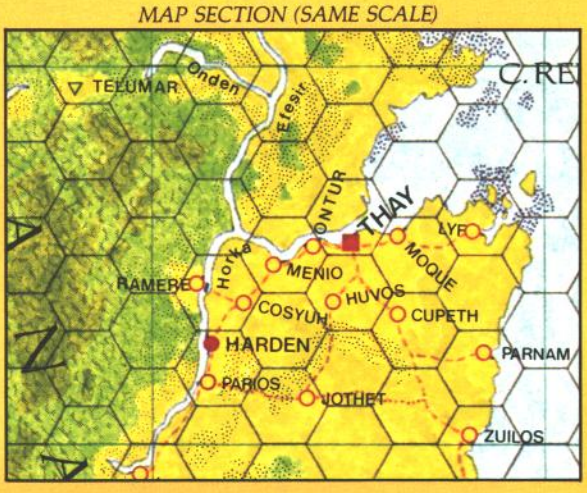

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